

INFORMATION ABOUT:



Discover the BLM...Adobe Town

U.S. Department of the Interior

Bureau of Land Management

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The name conjures up images of colorful badlands, buttes, and grotesque spires created by thousands of years of erosion. If you enjoy visiting badlands, you will find that Adobe Town is a place not to be missed.

Adobe Town is one of BLM's Wilderness Study Areas (WSAs). This WSA encompasses some 85,710 acres of public land. Within this area lie the Adobe Town Rim, Skull Creek Rim and Monument Valley. Both Adobe Town Rim and Skull Creek Rim break abruptly into a maze of badlands that form small basins, ledges, and alcoves. East of the rim, haystack or house-shaped buttes, chimneys and banded cliffs rise abruptly from the valley floor. These give Adobe Town its name, and form the area known as Monument Valley. This landform pattern repeats itself with relatively flat, sand-dune covered plains east of Monument Valley and gradually becomes Skull Creek Rim. Skull Creek Rim is similar to Adobe Town Rim, but is much more extensive in both length and width. This rim is dissected by Sand Creek and its tributaries, creating colorful canyons and numerous small drainages.

Hazards – There are certain things you should know before you attempt a trip in Adobe Town. First, the area is quite isolated. There are no nearby ranches or towns where you could seek help. Second, there are no reliable water sources in the area. You will need to pack in all your own water supply. Third, travel within the area can be tricky. A high-clearance 4WD vehicle is a necessity. Thunderstorms make the roads impassable even with 4WDs. Be careful when crossing apparently dry streambeds, especially with vehicles. The surface may be dry, but underneath may lie a sea of mud. The surface may not be strong enough to support the weight of a vehicle, and you will get stuck.

Vehicle Use – BLM has designated certain roads and two-tracks as open for vehicle use, while others are designated as closed. These have been marked by standard BLM signs. Please cooperate with BLM and refrain from travelling on closed roads or cross country.

Attractions – The Adobe Town area contains a large herd of wild horses, ranging from 300 to 500 head. Wildlife species include pronghorn antelope, mule deer, coyotes, various small mammals, raptors, other birds, and species of snakes and lizards typical of a high desert environment. Places to visit include Monument Valley, Adobe Town Rim, Skull Creek Rim, and East Fork Point.

Maps – Maps covering the area include Kinney Rim and Baggs. Both are 1:100,000 scale land status maps available from any BLM office in Wyoming.

Directions – Exit I-80 at Bitter Creek, about 68 miles west of Rawlins, Wyoming. Proceed south on the Bitter Creek road and you will eventually pass through the Eversole Ranch. About 4 miles south of the ranch, a graded road and gas pipeline intersect the Bitter Creek Road from the east. This is the first entrance to Adobe Town and will lead to Monument Valley. The road is a 4WD road.

The second entrance is about 9 miles south of the Monument Valley road. It is about ½ mile north of the Cow Creek Ranch Headquarters, which is readily visible from the junction of these two roads. This road leads to East Fork Point. The last part of the road is 4WD even under dry conditions; when wet, the entire road is 4WD only.

Legal Description of Key Locations

Eversole Ranch: T15N, R99W, Section 12

First Road: T15N, R98W, Section 33

Second Road: T14N, R98W, Section 36

For more information contact:

Great Divide Resource Area

1300 N. Third

Rawlins, Wyoming 82301-4376

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